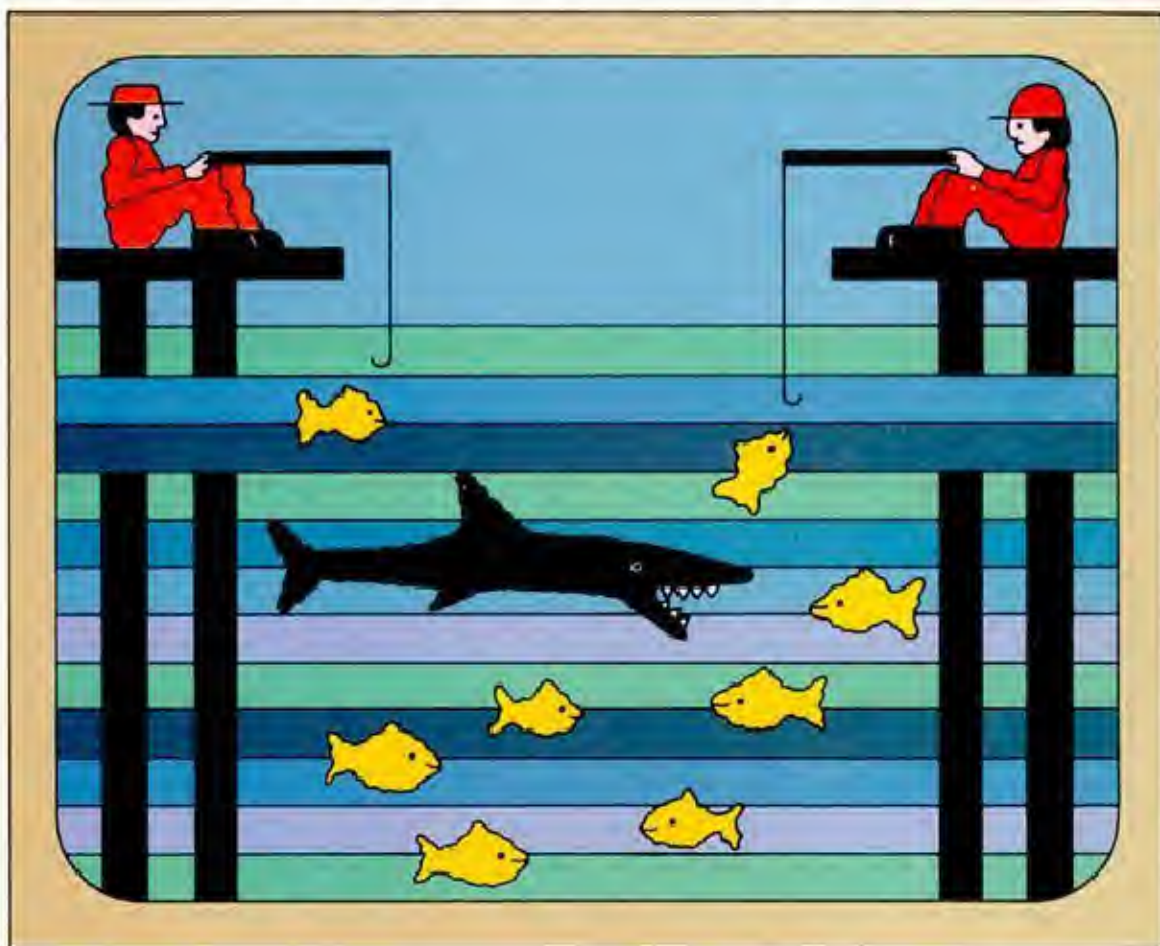


# ACTIVISION™

# FISHING DERBY™

## INSTRUCTIONS



This is one of the Activision video games that is fun to play even if you don't know the rules. So go ahead! Use your Joystick Controllers. And when you're ready to find out why some fish bite and some don't, how to tell the whoppers from the lunkers and—especially—how to keep the shark from eating your catch, read these simple instructions. Good luck!

# ACTIVISION™

## FISHING DERBY™ BASICS

1. Hook up your video game system. Follow manufacturer's instructions.
2. With power OFF, plug in game cartridge.
3. Turn power ON. If no picture appears, check connection of your game system to TV, then try steps 1-3 again.
4. Select game with game select switch.  
Game 1: You against the Activision computer fisherman.  
Game 2: You against another player.
5. Use left Joystick Controller for fisherman on the left pier and to play against the computer (Game 1).
6. Use right Joystick Controller for fisherman on the right pier (Game 2).
7. Hold Joystick Controller with red button at upper left. Move your Joystick from left to right to move your pole out and back. To lower and raise your line, move the Joystick up and down.
8. Choose difficulty or handicap for each player (or the computer):  
a (up) – Fish won't bite unless you get the end of your line right under his nose.  
b (down) – Fish will bite if you get the end of the line near his mouth.  
(Hint: When learning FISHING DERBY™ handicap the computer at **a**, and put **your** switch at **b**.)
9. Scoring (top of screen):  
There are six rows of fish. From the top down, they count as follows:  
First two rows: 2 pounds each.  
Second two rows: 4 pounds each.  
Bottom two rows: 6 pounds each.  
The big ones are down deep. Go for 'em!
10. Press game reset to start each FISHING DERBY™. First player to land 99 pounds of those beautiful fish wins.

Note to owners of Sears Tele-Game™: On your Sears system, difficulty (instruction #8) is called **skill left (or right) player**, a (or up) is **expert** and b (or down) is **novice**.

## HOW TO MAKE 'EM BITE

Drop the very end of your line (that's where the bait is) down to the level you want to fish. Then move the bait to touch the mouth of the fish you want to catch. The difficulty settings determine how close the bait has to be before he bites. See Instruction #8.

**GOT ONE HOOKED?** If you don't do anything after hooking a fish, he will swim slowly up toward the surface (and the shark might gobble him up). If you want to reel him in fast, push the red button. Be quick, though. When both players have hooked a fish, only one can reel up at a time (the first one hooked). The other fish will swim up slowly until the first fish has either been caught or eaten by the shark.



## HOW TO BE A CHAMPION FISHING DERBY™ ANGLER

Tips from David Crane, designer of FISHING DERBY



*David Crane, formerly a senior game designer at Atari, also designed Dragster for Activision. He believes in taking on game assignments that everyone else says are impossible — and always gets them done.*

"The most important thing I can tell you is to **WATCH OUT FOR THE SHARK!** I've made him quick and wily and unpredictable. If your fish touches the shark anywhere, he'll turn in a flash and snap it up. So try to keep your fish away from him while you're reeling in.

"Once you've hooked your fish, you'll want to play him back and forth until the shark moves out of the way, then push the red button and **land him quickly.** You can reel in more or less slowly by pressing or releasing the red button and you can move your line back and forth with your Joystick.

"Since the big fish are in the fifth and sixth rows, go deep. Start with the fifth row if you're the player on the left. You will have a little advantage there, because you can reach the fifth row first. The player on the right should go to the sixth row to catch his big ones.

"Also, watch to see which fish start from your opponent's side and which start from your side. As fish are caught, they are replaced on the side they started from. It's better for you to catch fish that start under your pier, because you can usually go right back for another one.

"FISHING DERBY™ is a game designed to be fun for everyone in the family. Now you won't have to get rained on or sunburned when you go fishing. I'd like to hear how you like it."

*David Crane*



Look for more ACTIVISION™ video game cartridges wherever you buy video game cartridges. Drop us a note and we'll add you to our mailing list and keep you posted on new ACTIVISION™ game cartridges as they become available.

# ACTIVISION

Activision, Inc., 3255-2 Scott Blvd., Santa Clara, CA 95051

ATARI® and Video Computer System™  
are trademarks of ATARI, INC.

Tele-Game™ is a trademark of Sears Roebuck and Co.